While the scaling capabilities of the 3D drawing engine 60 are typically used for scaling textures for 3D objects, the capability can be leveraged to scale any type of surface by treating the surface as a texture. This also allows a CRTC 11, 12 having only one scaler to blend surfaces both of which need to be scaled, and this allows a CRTC 11, 12 having no scaler to blend surfaces in which at least one of the surfaces has been scaled prior to blending.

Kindly cancel paragraph on page 8 at line 19 of the specification and introduce amended paragraph as follows:

It will be appreciated that CRTC1 11 and CRTC2 12 each read two surfaces from one memory 50, and that one or both of these surfaces may be the same surfaces in which case the same surface can be displayed in different ways. The present invention is also not limited to reading only two surfaces into two pixel paths, but a CRTC 11, 12 may be designed to be controlled to read three or more surfaces into three or more pixel paths.

IN THE CLAIMS:

Kindly amend claims 3, 5 and 7 currently on file as follows.

3 (amended).The method as claimed in claim 1, wherein:

said first display controller reads two first surfaces, has at least one controllable color space converters outputting a converted one of said two first surfaces in a selected one of RGB and YUV format video, and one scaling unit scaling an output of said at least one color space converters and another scaling unit independently scaling another unconverted one of said two first surfaces, and a combining unit receiving an output of said two scaling units,

the method comprising causing said two scaling units to scale each of said two first surfaces.

5 (amended). The method as claimed in claim 1, wherein:

said second controller reads two second surfaces, has at least one controllable color space converters outputting a converted one of said two first surfaces in a selected one of RGB and YUV format video, and one scaling unit scaling an output of said at least one color space converters and another scaling unit independently scaling another unconverted one of said two first surfaces, and a combining unit receiving an output of said two scaling units,

the method comprising causing said two scaling units to scale each of said two second surfaces.

7 (amended). The method as claimed in claim 1, wherein:

said single graphic controller system comprises a drawing engine scaler responsive to a scaling command to pre-scale at least one surface in said graphics memory and output a scaled version in a scaled surface in said graphics memory; and one of said steps of causing said first display controller and causing said second display controller comprises one of scaling said at least one of said first and second surfaces, respectively, using said drawing engine scaler and reading said at least one of said first and second surfaces, respectively, from said scaled surface wherein at least one of said first and second controllers does not have at least one scaling unit.

IN THE DRAWINGS

A marked-up copy of Figs. 1, 2 and 3 are submitted herewith for the Examiner's approval.